

## WHAT IS CLAIMED IS:

1. A method of operating a gaming machine, comprising:  
monitoring a number of wager inputs from players of said gaming machine; and  
altering a visual motif of said gaming machine in response to said number being  
a certain value.
2. The method of claim 1, wherein said step of monitoring includes monitoring  
wager inputs over a period of time and while a variety of different visual motifs are  
being displayed, and determining which of said variety of different visual motifs is a  
favorite motif, said favorite motif having a largest number of wager inputs as compared  
5 to other ones of said variety of visual different motifs, said certain value is said number  
of wager inputs, said altering includes displaying said favorite motif on said gaming  
machine.
3. The method of claim 1, wherein said certain value is a fixed value such that said  
step of altering occurs at a constant frequency.
4. The method of claim 3, wherein said certain value is every 25 plays of said  
gaming machine.
5. The method of claim 1, wherein said step of altering includes altering  
background visual elements.
6. The method of claim 5, wherein said background visual elements include a  
series of cyclical motifs, said step of altering includes consecutively switching between  
ones of said series of cyclical motifs.
7. The method of claim 6, wherein said series of cyclical motifs are motifs of the  
seasons of the year.
8. The method of claim 6, wherein said series of cyclical motifs are a day motif  
and a night motif.

9. A method of operating a gaming machine, comprising:  
receiving inputs from players of said gaming machine;  
monitoring a frequency of said inputs; and  
altering a visual motif of said gaming machine based on said frequency.

10. The method of claim 9, wherein said step of monitoring occurs over a period of time and while various visual motifs are being displayed, said step of altering includes selecting and displaying a favorite visual motif of said various visual motifs, said favorite visual motif having a highest frequency as compared with other ones of said  
5 various visual motifs.

11. The method of claim 9, wherein said monitoring includes counting a number of plays of said gaming machine, said gaming machine including a constant frequency at which said altering occurs.

12. The method of claim 11, wherein said constant frequency is every 25 plays.

13. The method of claim 9, wherein said step of altering includes altering background visual elements.

14. The method of claim 13, wherein said background visual elements include a series of cyclical motifs, said step of altering includes consecutively switching ones of said series of said cyclical motifs.

15. The method of claim 14, wherein said series of cyclical motifs are motifs of the seasons of the year.

16. The method of claim 14, wherein said series of cyclical motifs are a day motif and a night motif.

17. A method of operating a gaming machine, comprising:  
storing a plurality of data sets for producing a plurality of different types of  
visual motifs on a display of said gaming machine;  
displaying a first one of said plurality of different types of visual motifs on a  
5 display of said gaming machine;  
discontinuing said displaying of said first one of said plurality of different types  
of visual motifs; and  
displaying a second one of said plurality of different types of visual motifs on  
said display of said gaming machine based on the use of said gaming  
10 machine by players.

18. The method of claim 17, further including sequentially displaying additional  
ones of said plurality of different types of visual motifs.

19. The method of claim 18, further including displaying said first one of said  
plurality of different types of visual motifs after said step of sequentially displaying  
additional ones of said plurality of different types of visual motifs, such that said  
displaying of said plurality of different types of visual motifs is cyclical.

20. The method of claim 17, wherein said step of displaying said second one occurs  
after a predetermined number of plays by said players.

21. The method of claim 17, wherein said step of displaying said second one occurs  
after determining a favorite visual motif of a variety of visual motifs to be displayed by  
monitoring inputs from said players.

22. A method of operating a gaming machine, comprising:  
receiving inputs from players during a basic game of said gaming machine, said  
basic game including a plurality of possible randomly-selected basic  
outcomes, said plurality of possible basic outcomes including a start-  
5 bonus outcome;  
displaying a first one of a plurality of visual motifs on a display of said gaming  
machine during said basic game;

entering a bonus game in response to said start-bonus outcome being  
encountered;  
10 returning to said basic game after said bonus game is completed; and  
displaying a second one of said plurality of visual motifs on a display of said  
gaming machine during said basic game in response to said step of  
returning.

23. The method of claim 22, wherein said bonus game has a plurality of outcomes,  
said second one of said plurality of visual motifs corresponding to one of said  
outcomes achieved by said player.

24. A gaming machine, comprising:  
a processor for randomly selecting one of a plurality of outcomes of said  
gaming machine in response to a wager from a player, said processor  
monitoring plays from players;  
5 a display for displaying visual elements; and  
a memory device coupled to said processor and storing at least two data sets  
for producing at least two different types of said visual elements, said  
processor selecting one of said at least two data sets in response to said  
wager inputs meeting a certain criteria.

25. The gaming machine of claim 24, wherein said certain criteria is a  
predetermined number of said plays from said players.

26. The gaming machine of claim 24, wherein said certain criteria includes a  
determination of a favorite visual motif of said at least two different types of said visual  
elements as correlated to a number of plays by said players.